

ABSTRACT

5     SYNCHRONIZING MOTION AND TIME-BASED DATA FOR TRANSFER  
          BETWEEN A SERVER AND A CLIENT

          A method and apparatus for synchronizing  
asynchronous time-based and motion data in a system in which  
the time-based data and motion data are transmitted by a  
10   server over a network to a client including retrieving a  
time-based data stream and a motion data stream at the  
server. Each stream <sup>comprises</sup> ~~comprising~~ frames of data. One of the  
time-based data stream and the motion stream is variably  
buffered to produce two streams having synchronized frames.  
15   The synchronized frames are used at the client for playback  
of synchronized motion and time-based data to a user.

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